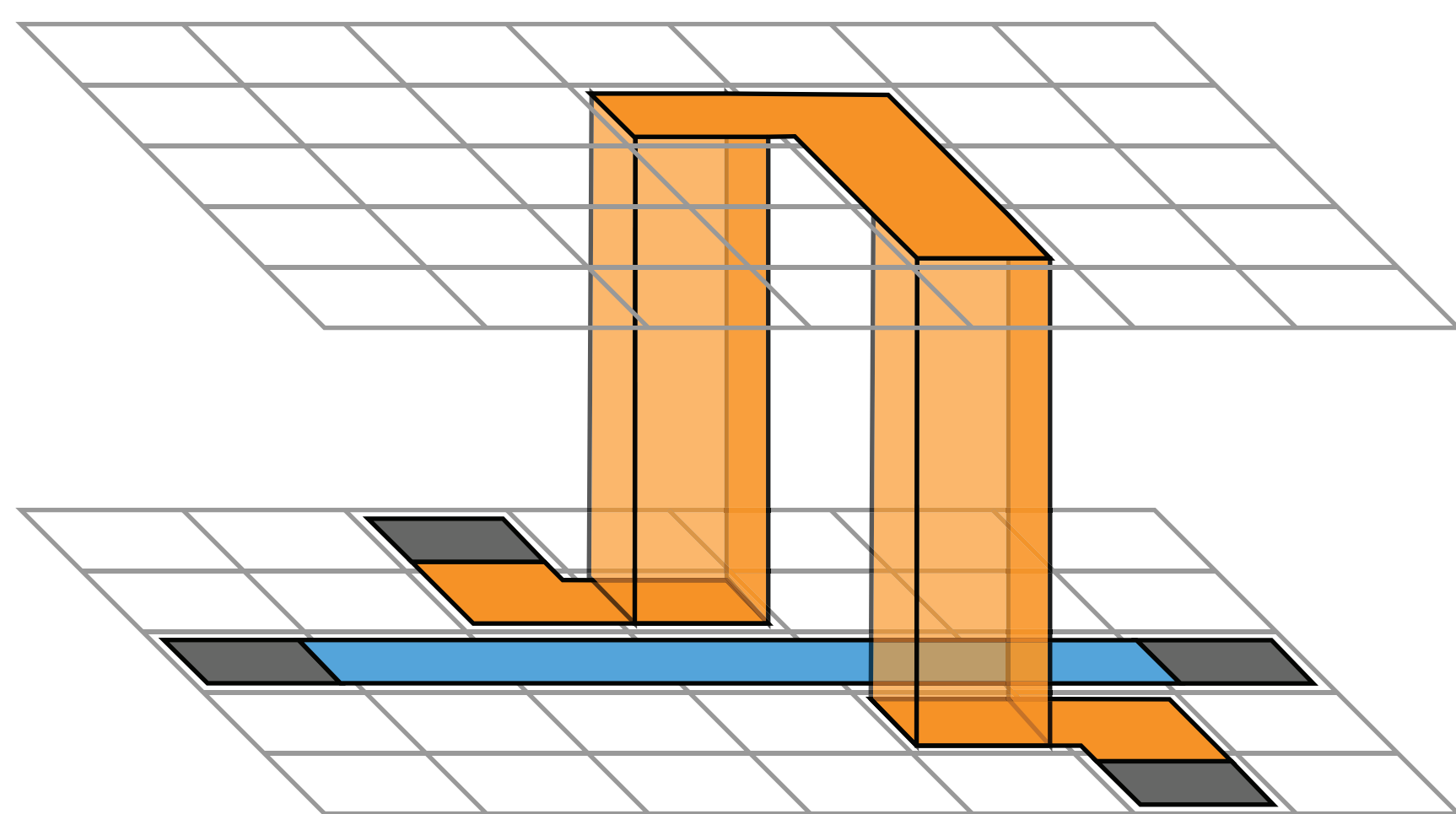


2D surface code



pseudo-3D surface code